

DANGER IN A MIDWINTER WONDERLAND



**A 5TH EDITION D&D ADVENTURE FOR
3-5 PLAYERS OF 4TH-5TH LEVEL**

INTRODUCTION

Everyone has heard of the festival of midwinter, the great Winter's Father and his dutiful Toy Makers. They are the core of the midwinter celebrations and there is no better place to visit than the Noel Isles to see the Winter's Father in person during these celebrations. Each year the Toy Makers decorate the Isles with such splendour that it can only be fully appreciated in person.

But this year disturbing rumours surface, the Winter's Father is missing and the Noel Isles are too quiet, something is wrong but you're not quite sure what. All you know is that you sense danger in this midwinter wonderland.

Danger in a Midwinter Wonderland is a single session adventure suitable for a party of 3-5 players of 4th-5th level but is best with 4-5th level players. Possible adventure hooks that would lead a party to the Noel Isles and begin this adventure are presented in the following section.

ADVENTURE HOOKS

These are simple ways to start the adventure and hook your players into the story, these all assume that the party are intent on visiting the Isles for one reason or another.

MIDWINTER MYSTERY

This year something strange is afoot, the Noel Isles have been oddly quiet and the normal services that take visitors from the mainland to the Isles have been all but abandoned.

You have found the only remaining boat that will take you there. Although it was costly, you feel it's your duty to uncover the mystery of Midwinter and find the Winter's Father.

Every year there is a worldwide Midwinter celebration that is kicked off with the lighting of the Noel Isles. This year the date for the lighting has passed and the citizens of the world are beginning to get worried.

A FAMILY HOLIDAY

Your brother had always wanted to visit the Noel Isles in Midwinter so this year he set off to do just that. But it has been too long since he left and rumours have come from the Isles that the Toy Makers have gone wild and an evil has infested the land. Worried for your brother's life you convince your adventuring party that you must all visit the Isles and find your missing brother.

BLISSFUL IGNORANCE

Let the celebrations begin. You and your party are so excited to take part in the midwinter celebrations you have avoided all talk of it as you know this year you'll be lucky enough to be at the Noel Isles during the height of their festivities. You've managed to hop on the last boat out. It seems odd at first that there was only one boat able to take you but then you remember how popular the Noel Isles are during these times and the thought passes. Your next stop is a place of endless joy and Midwinter merriment.



The Noel Isles.

PROLOGUE

JOURNEY TO THE NOEL ISLES

The Isles are made up of 3 small islands, a lower larger island and two smaller islands above. The smaller islands are uninhabitable by all those apart from the Winter Orcs. The larger island is home to the Winter's Father and his Toy Makers and has been for hundreds of years. The Noel Elves once lived here but they have since integrated themselves into the rest of the world.

As the characters approach the Noel Isles read the following:

Your boat glides across the cold waters and the white winter snow drifts through the air. As you get closer to the land the snow gets denser, obscuring your vision, showing you nothing but a white haze. The captain steadies himself, a cold chill running up his spine, he protested a bit when you first approached him asking to go to the Noel Isles but the gold you offered was seemingly too good to turn down. It seems now that maybe the captain is unsure of his decision but he presses on. You feel the thick cold snow stick to your clothing, weighing you down. As you try to brush it off you look up to see you've made it to the other side. The snow is lighter once again but the blizzard rages on behind you. Ahead you see the grand outline of the Noel Isles. The snow here somehow brings a warmth to you, it reminds you of nights by the fire and early Midwinter mornings sneaking a look at the presents under the tree. It isn't until you look closer and you see, the Noel Isles are covered with half hung Midwinter decorations. The festivities were started but never finished. Banners flap limply in the wind, the arcane lights flicker with the little enchantment they have left before going out completely, beautifully carved statues of ice and snow lie broken on the ground. You imagine this was once a wonderfully exciting journey to the Noel Isles but now it seems to have a distinctly eerie feel as the silence of the night air hovers over you.

CHAPTER ONE: THE VILLAGE OF TOYS

This small village is a concentrated assortment of workshops and homes. The Toy Makers pride themselves on the high quality of the toys they make for the children across the world during the Midwinter period. Give your players a little time to explore the village before they encounter any Toy Makers. In Appendix B there is a chart for randomly generated toys that the players may find during their time in The Village of Toys.

As they approach The Village of Toys read the following:

The Toy Makers' workshops are the first thing you see as you step off the boat. From the stories you've been told you expected the Village of Toys to be teeming with Toy Makers but there is a deathly quiet that fills the streets. The workshops make up the bulk of the town ahead that lead to a grand workshop at the edge of the town. You know that this is The Winter's Father's personal workshop. The Yule Forest rests peacefully behind the town and looming over the Isle sits the large snow capped Elven Tower, Narkat Oim. The night is cold and still ahead of you as the snow softly falls.

THE TOY MAKERS' WORKSHOPS

The workshops are simple yet beautifully crafted workspaces for the Toy Makers. There are building materials throughout and well used workstations line the buildings. Each of these buildings is basically the same inside and out. When the party enter a workshop roll twice on the Toy Makers' Creations chart in Appendix B. to determine what kind of toys are here, 75% of these will be destroyed and in pieces across the room.

As they enter read the following:

Inside these workshops lie broken chairs and workstations. You imagine this is where the Toy Makers would build their intricate creations but now it is a remnant of itself. Destroyed boxes and parts of toys litter the floor.

THE TOY MAKERS' HOMES

These simple homes have everything the Toy Makers need, they love their work so most of their time is spent in the workshops but the homes house a family of 6-8 Toy Makers with a large gathering room for them to sit by the fire and eat. The only other rooms are two bedrooms each with multiple beds, three wash rooms and a normally well stocked but currently ransacked kitchen.

As they enter read the following:

A simple abode for a simple people. Each of the rooms is lavishly decorated in the red, white and green of Midwinter. From a single glance it seems you could fit a large family, if not two, within this home snugly.

TURNED TOY MAKERS ENCOUNTER

Once the party have explored the town a little or they state they are heading towards the Winter's Father's Workshop have the player with the highest passive perception notice a small figure hiding beside one of the buildings, keeping an eye on them. This figure is the Toy Maker Thomas, he beckon the party over. Thomas is a small male Gnome, in his older years. He speaks in hushed tones and is obviously afraid of something in the village but won't yet speak of what. Thomas

warns the party that there is something evil in the village and they must make their way to The Winter's Father's Workshop, where it is safe and he will explain everything.

Thomas has the following information:

Many of the Toy Makers have become erratic and rabid.

The Winter's Father was kidnapped by a evil warlock who wanted something from the tower, something ancient.

Some visitors to the Noel Isles were taken to the tower, as captives.

There's a chance to save the Turned Toy Makers by destroying the warlock who caused them to turn originally. He holds a arcane gem he uses to control the Turned Toy Makers.

The warlock was accompanied by a band of Winter Orcs who used to be friendly towards the Toy Makers but are no longer.

The story of the creation of the Winter's Father and the basic history of the Noel Elves as presented in chapter 3.

As the party begin to head off with or without Thomas they hear faint scratching and hissing. This is a group of five Turned Toy Makers (see Appendix A.). The Turned Toy Makers have been attracted to Thomas and the party by their talking and as they leave the Turned Toy Makers will attack on sight.

THE WINTER'S FATHER'S WORKSHOP

If the party approach with Thomas, read the following:

Similar in design to the workshops you have seen throughout the village this is a much grander and more intricately designed building. Arcane lights flicker and fade seemingly at random across the walls. Carvings of beautiful Elven trees and snow-capped mountains line the outside. Thomas steps ahead of you and pulls on a hidden cord within the wall. The doors ahead click open and he beckons you to follow.

Inside you see barricades and defences simply made but effective and Toy Makers of all ages scattered throughout. Some sit and eat while others are building, your entrance draws their attention but Thomas calms them all, reassuring them that you are friends. This great workshop takes up almost the entirety of the floor ahead. Workbenches still remain but many have been used to block up windows, doorways and a set of stairs at the back of the building leading up. Thomas guides you forward and sits you by a fire. As you sit the Toy Makers surrounding the fire offer you food and water.

If the party approach without Thomas, read the following:

Similar in design to the workshops you have seen throughout the village this is a much grander and more intricately designed building. Arcane lights flicker and fade seemingly at random across the walls. Carvings of beautiful Elven trees and snow-capped mountains line the outside. You hear soft rustling and mummings from the other side of the door ahead but there is no obvious way to open them.

There is a secret lever to the right of the doors that can be spotted with a DC18 perception check. Or the party can attempt to get the Toy Makers inside to let them in but the Toy Makers are cautious of the party and will only let them in if they feel safe. If they don't, the Toy Makers will exit the workshop via the back to hide and hope the party will leave shortly so they can return. This workshop is larger than the rest and The Winter's Father's home sits on the second floor of this building. The Winter's Father brings the most skilled Toy Makers to his workshop but appreciates and visits all Toy Makers throughout the village. There are 6d6 Toy Makers hiding here.

If the party tells Thomas that they intend to free The Winter's Father from his captor then Thomas will give them some of the Toy Makers best items they have. As before the Winter's Father's insistence on creating children's toys, they made magical adventuring gear, including the Jolly Red Bag of Holding, a Healing Candy and two Midwinter Exploding Crackers. (see Appendix B.)

TURNED TOY MAKERS AMBUSH

Once the party decide to leave Father's Workshop, or if the party decide to stay here, a couple of hours into their stay, the workshop is ambushed by Turned Toy Makers.

Upon the Turned Toy Makers arrival read the following:

You think it's the wind at first but the smashing of the glass of the window behind you assures you that that whistle was unnatural. The Toy Makers around you freeze in horror as you see the door to the workshop rumble. A force behind it trying to break through. Thomas approaches you and urges you to run. "We will hide but without the Winter's Father we can not heal our friends. You must save him. You must save the Isles." And with that the door rumbles again and you hear the shatter of another window breaking behind you. Thomas tries to ignore his surroundings. Head to the Tower. Through the Yule forest is the only way but step careful, horrific creatures the warlock has summoned lie in wait. Quickly, you must go now."

There are 4d6 Turned Toy Makers attacking the workshop and their intent is to turn the other Toy Makers. Thomas will insist the party leave, they are the only hope for saving the Isles. If there is a way to save the Toy Makers then they must find it, Thomas doesn't want any more Toy Makers to die, turned or not.

CHAPTER TWO: THE YULE FOREST

As the party enter the Yule forest read the following:

The large snow-covered forest for many years was a peaceful place where the Toy Makers would explore. It separates the Village of Toys and the Narkir-Omi Tower. Now, the forest houses new terrors the warlock has devised to keep any unwanted visitors at bay. The journey through the forest is hard as you hike through thick snow and a dense tree line to reach the other side.

The journey normally takes 4 hours trudging through the snow-covered lands, if the party decide to sneak their way through, the journey time is doubled. It is possible to rest in the Yule but it is dangerous, if the party decide to take a short rest have one player role once on the encounter table below. If the party decide to take a long rest, have each of the players in turn role on the encounter table. Roll for a random encounter for every 3 hours that the party are travelling in the Yule. If the same encounter is rolled multiple times it is at the DM's discretion if that encounter happens again or if the party roll again.

YULE FOREST RANDOM ENCOUNTERS

1d6	Encounter
1	A Lost Toy Maker
2	A Lost Toy Maker (Turns in 1 hr)
3	Nothing Happens
4	5 Turned Toy Makers
5	1 Snoman (visible)
6	1 Snoman (hiding)

A LOST TOY MAKER

As you make your way through the forest you hear the soft cracking of twigs ahead of you. You pause to assess your situation, when a Toy Maker steps out from the trees, her arms shiver as she holds her scarf over her nose. She looks around scared, lost and alone.

A LOST TOY MAKER (TURNS IN 1 HOUR)

As you make your way through the forest you hear the soft cracking of twigs ahead of you. You pause to assess your situation, when a Toy Maker steps out from the trees, her arms shiver as she holds her scarf over her nose. She looks around scared, lost and alone.

In 1 hour this Toy Maker will turn and become rabid.

NOTHING HAPPENS

The winds howl through the trees but when it stops there is a significant lack of sound in this forest. No wildlife anywhere to be heard. You are well and truly alone in the Yule.

5 TURNED TOYMAKERS

You hear the scrabbles and growls before you see them but you recognise this noise. Turned Toy Makers approach from deep within the Yule.

1 SNOMAN (VISIBLE)

The snow seems to thin as you step through an almost clear part of the forest, it isn't until you see the large sentient Snoman, staring at you with eyes of dark coal, awaiting your approach, that you realise that's where the snow has gone.

1 SNOMAN (HIDING)

The snow beneath your feet begins to get deeper as you trudge through the Yule, it almost latches onto your leg like it's trying to pull you under.

The player leading the party must now make a dexterity saving throw as a Snoman beneath tries to engulf them, if they have a passive perception of 17 or above they get advantage on this save.

If they succeed the save:

You manage to nimbly dart out of the way as the snow coalesces around the space you once occupied forming a large sentient Snoman.

If they fail the save:

You try to pull your leg free from the snow beneath but its icy grip has you, as you look up at your fellow adventurers the snow coalesces around you until you can no longer be seen and in your place stands a large sentient Snoman. The player is now engulfed by the Snoman.

CHAPTER THREE: NARKIT-OMI TOWER

This ancient Elven tower's structure resembles black ice. It is in fact made with the ice that travelled with the Noel Elves and King Harrik from the Feywild. The Elves lived here peacefully for hundreds of years, they made pacts and treaties with both the native Orcs and Gnomes that meant prosperity for all. This was until a visiting Human lord felt insulted by one of King Harrik's children and in return summoned the Krampus to strike fear into the child and King Harrik but this backfired and the Krampus was not so easily controlled. The fiendish beast began stealing children from the Noel and it wasn't until a brave Human soldier stood against the Krampus that it was defeated. King Harrik was forever grateful but felt the remnants of evil were too strong and that his people should leave to join the rest of the world. The Human soldier was pronounced the Winter's Father and he and his love, Clau a Noel Elf that helped lock Krampus away, were blessed with eternal joy to spread across the world as they saw fit. This became the Midwinter Celebration, a day for the world to be truly joyous.

As the party leave the Yule forest read the following:

As you step out of the Yule forest you can once again see the tower. This looming tower of black ice stands as the only remaining symbol of the Noel, an ancient race of Winter Elves. The tower's sleek reflective exterior gives a dark vision of the Yule and Village that stand behind you.

The Tower is about 300ft tall and has been abandoned for hundreds of years. Within Narkit-Omi there are 5 floors. There is a 25% chance that there will be 3d4 Turned Toy Makers scouting the outside. If they spot the party they will attack.

OMNIPRESENT VOICE

When the adventurers first enter the tower they are greeted with the omnipresent voice of the Warlock of Krampus welcoming them to their deaths. If you choose to you may have this voice follow them throughout the tower. The warlock is unable to see them but he can sense their presence within the tower, apart from inside the secret room on the third floor.

FIRST FLOOR

As they enter read the following:

Inside the looming tower is quiet, the wind howls around the exterior, almost like a self-contained whirlwind, constantly spiralling. As your eyes adjust to the darkness you realise that this floor is a large open space with a single set of curving stairs, hugging the back wall, leading up. Along the walls there are delicate and intricate Elven carvings, stories of the Noel. A deep booming voice breaks your concentration, "Welcome travellers. You are here for the festivities I assume. I would ask you to join us but you will not get that far." As you frantically look around for the source of the voice it continues, "You won't be the last to try and save him but know this, it will cost you your lives. I offer you once chance, leave now and keep your lives, or climb the stairs and perish. I leave the choice with you friends." The voice fades into the darkness and you are alone once again.

Anyone who takes a few moments to study the carvings can see that they tell the story of the Noels arrival from the Feywild and the building of the Tower from the shards of the Fey ice that followed them across the plains. The most recent carvings, although still hundreds of years old, tell the tale of the Winter's Father defeating a great evil that tried to capture the children of the Noel. If a player takes time to study these engravings read the following:

These engravings tell a story, the final story of The Noel Elves. The Noel left the Isles hundreds of years ago to integrate themselves into the world at large. They left because of a great evil. This evil had come to their tower to steal the children of the Noel. But a brave human fought this dreadful creature and with

the help of another locked this evil away. Before the Elves left, their King granted this human with everlasting life and joy after he saved the lives of all the children of the Noel, including the Prince and Princess. This human was given the opportunity to spread joy across the world for eternity and protect the children of this world. From that day he was pronounced the Winter's Father.

SECOND FLOOR

As the party approach read the following:

As you make your way up the stairs you hear the gruff laughter of Orcs and the snarling of Turned Toy Makers. Sitting in the middle of the open floor, surrounded, is a group of what seems like hostages. Amongst the hostages there are Toy Makers and travellers to the Isle, including Elves, Humans and Dwarfs. One elf in particular catches your eye, she has a pale blue tone to her skin and her hair drapes behind her, somewhat ruffled now but still a striking icy white colour. Lining the walls of this room are dual doors, some broken, either partially or entirely, each with an Elven number placed above it. It seems like this was once a place that many Noel Elves called home. A set of stairs similar to the ones you are traversing await on the opposite side of the central room.

If you used the adventure hook with the missing family member this is where they are located.

There are 5 Winter Orcs and 2 Turned Toy Makers acting as guards on this floor. If any of them spot the party they will call out for the others and attack.

The mysterious Elf among the hostages is Clau, the only remaining Noel Elf on the Isles. Along with her husband, The Winter's Father, she does her best to spread joy to all the children of the world. She has managed to hide her identity from the warlock, who believes her to be nothing more than a discoloured Dwarf.

If the party rescue the hostages, Clau can inform them of the following:

On the floor above there is a secret room where great Elven weapons of the past are hidden. Within a mural of trees there is one with a false back, with a touch of frost this will open to reveal the room.

The warlock is trying to unlock something ancient and evil on the highest floor and she believes he needs her husband to do so. Something to do with the blessing the King of the Noel granted him.

There was a great evil locked away that she and her husband were tasked with keeping locked up; the Krampus. They managed to lock it away once but it has had hundreds of years to grow its power, if the warlock frees it then the Isles are in serious danger.

The warlock is draining power from the Winter's Father, if Krampus is summoned the Winter's Father won't last long and Krampus must be killed, which will send him back to his prison, if the Winter's Father is to survive.

THE NOEL ELVES' HOMES

These homes in the tower have been long abandoned and anything that remained that was even remotely valuable has been looted by the Orcs or destroyed by the Turned Toy Makers. It looks as if these rooms would have once made a fairly cosy home for a small Noel Elf family but those days have long since passed. Each home consists of three small rooms, while every home is slightly different the layout stays mostly the same for each.

THIRD FLOOR

As the party enter, read the following:

Another floor of homes await you at the top of the stairs but there is something significantly different about this floor, the central room seems smaller and while there are a number of doors here half of the wall is lined with an incredibly realistic carving of a seemingly eternal forest.

There is a secret door (DC17 Perception/DC15 Investigation) hidden amongst the trees of the eternal forest. If the party spoke to Clau they have advantage on all Perception and Investigation checks to spot the secret door. When they find the spot they must touch it with frost, either using real snow or any cold-based magic.

Upon a successful check and a touch of frost, read the following:

As you move your fingers along the carvings you feel a slight indent run across the trunk, out of place and almost invisible but your keen senses spotted it. The cold then takes over as the lines of frost begin to reach out like a vine. You follow the thin line of ice with your eyes as it traces the outline of a door. When the frost hits the floor you look up and the door stands open and inviting.

THE STATUE ROOM

When the party enter the room, read the following:

As you step into this room your vision all but disappears, it's as if you stepped into a void. A heavy wind whips around the room almost taking you off your feet as you take your first steps into the darkness. A seemingly plain stone square room, it has a number of interesting features. In two opposing corners of the room stand two large statues. Each statue is a great armoured Elven knight, its hands reaching down to its scabbard as if it is about to draw its sword. One is a gleaming beacon, a Holy knight with golden armour that somehow reflects the light despite being stone, the other a dark shadow, a warrior in almost imperceptible black armour. Solid stone walls line the room, on each wall hangs a unlit sconce and just above each of the sconces, a hole in the wall, a perfectly cut 1ft by 1ft hole, exactly the same on each wall. You realise as you look up this is where the howling wind is coming from. At the back of the room sits a dusty, short, stone column. Elven engravings line the plinth.

THE SILENT KNIGHT, HOLY KNIGHT PUZZLE

This puzzle unlocks two legendary magical Elven swords once belonging to the two knights the statues are commemorating. To complete the puzzle the party must find a way to light all the sconces, either magically or with real fire, both are possible. If they try to light the sconces while the wind is still able to make its way through the holes in the walls the sconces go out as soon as they are lit. This includes lighting the sconces with magical means such as the cantrip light. This wind is both physical and magical and prevents any sconce within 5ft of it being lit.

Written in Elven along the plinth of the column at the back of the room is the phrase "All is calm. All is bright."

When one sconce is lit the stone statues take a single step and begin to draw their sword. With each step they get a little closer to each other.

Once the puzzle is solved, read the following:

As the final sconce lights up the room the statues take their final step, while each one leading up to this has been clunky and slow now they move with the grace and elegance of an Elven warrior. The Holy Knight draws her sword and in a seemingly effortless movement swings it towards her opponent. The Silent Knight parries the attack as he disappears into a cloud of smoke, reappearing behind the Holy Knight. Stabbing out, the Silent Knight catches his enemy unprepared. The Holy Knight spins and his sword glows a radiant white light as she clasps the Silent Knight's blade with a golden gauntleted hand. Lunging forward the Holy Knight manages to cut into the Silent Knight's armour just as he fades into the shadow and reappears behind the Holy Knight once again. But this time she is prepared and readies herself, the Silent Knight covered in the shining radiant light of her sword. As the Silent Knight brings his sword down the Holy Knight counters, their swords held aloft. The statues hold their position as the light fades and the stone around their swords begins to crack, revealing two metal swords beneath.

The details of these two swords can be found in Appendix B.

FOURTH FLOOR

As the party enter, read the following:

Ahead you see an eerily empty and dark floor. What was once most likely the royal chambers lie ahead behind a grand yet decrepit set of double doors on the far right of the central room. Now the floor lies abandoned and silent. The only light comes from the moonlight shining through the glass exterior of the tower. The final set of stairs lie ahead, on the other side of the central chamber.

THE ROYAL CHAMBERS

A once beautiful home these chambers are now all but ransacked and destroyed. Unlike the homes on the lower levels of the tower these chambers are much larger with six rooms in total and take up approximately half of this floor.

FIFTH FLOOR

As they approach read the following:

You feel the cold against you skin, under your armour and in your throat as you ascend the final stairs in Narkit-Omm. There is more to this cold than just the threat of freezing, an evil lurks within. As you look upon the top of the tower you can barely see ahead, there is a soft muttering in the darkness but it has yet to reveal itself.

The magical darkness in this room prevents even those with darkvision to see properly. A character with darkvision has the same ability but the distance is halved. In the centre of this room The Winter's Father is chained to a stone column and the warlock awaits the party on a throne at the end of the room. Between the two lies an arcane circle, this is the circle that the warlock will use to summon the Krampus. The arcane circle and the symbols surrounding it are all written in blood and if the party get close enough to see the Winter's Father they can see that he is wounded heavily. The Warlock will summon the Krampus as soon as he detects one of the party in the room.

The warlock is drawing power and life from the Winter's Father to summon Krampus. Once Krampus has been summoned the party have one minute to kill him which sends him back to his prison before the Winter's Father has all of his lifeforce drained from him and he dies.

When the Krampus is summoned, read the following:

The air in the room freezes and you find it hard to breathe, the cold air heavy in your lungs. You turn and there is a loud thud, the sound of gigantic hooves hitting the stone floor. A sharp growl followed by a heavy breath is the first sign of the Krampus. The room fills with a eerie purple light, silhouetting the Krampus and revealing the warlock behind the great demonic beast. The warlock speaks, "You came after all, I'm so glad. Now you get to witness the death of Midwinter in person."

The whistle of the wind sounds almost manufactured and it isn't until the Krampus steps forward that you realise the sound is him, this large visage of a horrifying creature, part goat, part demon, coated in hideous black fur, chains wrapped around him shaking as he steps and a tightly wound bundle of branches whipping back and fourth in his hand. He stares you dead in the eye, all at once. You think you see a smile, as much of a smile as a creature like this could make and then his attention turns to The Winter's Father. In a growling, gruff and ancient voice the Krampus booms, "Merry Midwinter."

The Krampus' stats, backstory and motivations can be found in Appendix A, along with that of the Warlock of Krampus. Once Krampus has been summoned the warlock has no control over him. If the warlock dies Krampus is unaffected. Once Krampus dies he is returned to his prison on the plain of silence. The warlock holds a purple gem with him, this is what he uses to control the Winter Orcs, Snomen and Snoman and the Turned Toy Makers. This must be shattered to remove the curse that afflicts these creatures.

Once the battle is over, if he still lives the Winter's Father will ask the party to help return him to the Village of Toys and ask that they help redecorate the town for the Midwinter Celebrations. The Winter's Father knows the following information:

Upon its death the spirit of the Krampus is returned to it's prison

The Warlock was the jealous brother of The Winter's Father

They must destroy the purple gem that lies with the warlock to free his Toy Makers

He will take the party back to the Village of Toys but he would like their help in rebuilding and preparing the festivities.

On exiting the Tower with the Winter's Father, read the following:

As you leave the Tower the Winter's Father, now reunited with his wife Clau and followed in awe by the many travellers and Toy Makers once held captive, presses his fingers to his lips and whistles. The sound echoes through the Yule ahead and it is seemingly lost in the wind until you hear the clacking of hooves above you. You look up to see a large red sleigh lead by 8 Snow Deer. They run through the air, landing in front of you, their majesty striking you. The Winter's Father beckons you all to join him as he steps onto the sleigh. One by one you all make your way into the sleigh and with a beautifully scenic journey over the Yule you are once again within the Village of Toys.

EPILOGUE

If the party stay to help rebuild they will get to witness the splendour of the Midwinter Celebrations and will enjoy the festivities with the Toy Makers and The Winter's Father.

Read the following if they stay to help:

It has been two days since the ordeal with The Winter's Father's brother. The Toy Makers who survived have now returned to their normal state with many just happy to continue their work. The Winter's Father stands behind you, his large hands resting on his even larger belly. He bellows, not aggressively but with a joyous jolly tone, across to the Toy Makers awaiting his instruction. They complete their enchantments and the Village of Toys lights up. Tiny lights scattered all the way to The Yule, red, white and green shine in the snow illuminating the beauty of the Village and its inhabitants. This is what you came to see and this is what you have saved. The Winter's Father laughs heartily behind you and it fills you with a warming joy that only the spirit of Midwinter can.

APPENDIX A: MONSTERS & NPCs

KRAMPUS



Frightful Appearance. Before you see the frightening visage of the Krampus you hear the rattling of chains echo through your mind. The chains wrap themselves around the Krampus almost as if they have a mind of their own, slithering across his body and extending only to catch his prey. Short black hair as dark as a moonless sky cover this being of incredible stature from horns to hoof. While Krampus bares a resemblance to a humanoid his sleek horns and heavy hooves show his true demonic heritage. His Ruten, a bundled collection of thorned branches, whips out with a swift fury as it whips through the air letting out a deafening whistle.

Ancient Myth. It is said that the Krampus was originally summoned to punish the royal family of the Noel as their children had insulted a visiting lord while playing. The lord summoned the Krampus to frighten the children but couldn't keep control of the demonic entity. The Winter's Father, before he gained the name, with the help of a Noel princess fought off the demon and managed to lock it away on a plain of dark silence and nothingness.

KRAMPUS

Large fiend (demon), chaotic evil

Armor Class 18

Hit Points 168 (16d10 + 80)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	11 (+0)	20 (+5)	12 (+1)	11 (+0)	15 (+2)

Saving Throws Str +8, Cha +6

Skills Intimidation +6, Athletics +8

Damage Resistances bludgeoning, piercing and slashing damage from nonmagical weapons

Senses passive Perception 10

Languages Abyssal, Common

Challenge 9 (5000 XP)

Magic Resistance. Krampus has advantage on saving throws against magical effects.

Magic Weapons. Krampus' attacks are magical.

Cold Essence. Krampus radiates a harsh cold essence. Any creature that starts their turn within 5ft of Krampus immediately takes 2d6 cold damage.

ACTIONS

Multiattack. The Krampus makes 3 attacks two with his Ruten and one with his claws.

Ruten. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one creature. *Hit:* 14 (2d8+5) bludgeoning damage.

Claws. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one creature. *Hit:* 12 (3d4+5) slashing damage.

Chains. Krampus can summon long heavy chains to emanate from his hands entangling a creature of his choosing within 15ft. The creature must make a DC15 strength saving throw or be restrained by the Chains. Krampus can choose to drag a creature who fails this save 15ft closer to himself as a bonus action. A creature restrained in this way can attempt to break free as an action with a DC15 Acrobatics or Athletics check.

SNOMEN AND THE SNOMAN

A Cold Life. While they look exactly like they are made from the same snow that falls from our sky, compacted to take the shape of a humanoid form, they are in fact a living entity from the darkest depths of the coldest plains. Naturally occurring somewhat sentient life these creatures normally only attack those that enter their lands but now the Warlock uses their defensive measures against any unwanted visitors.

SNOMAN

Large elemental, true neutral

Armor Class 12

Hit Points 136 (16d8 + 64)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	8 (-1)	19 (+4)	6 (-2)	9 (-1)	6 (-2)

Saving Throws Str +6, Con +7

Damage Immunities cold, poison

Damage Resistances bludgeoning, piercing and slashing damage from nonmagical weapons

Condition Immunities blinded, deafened, prone

Senses blindsight 120 ft., passive Perception 9

Languages Primordial

Challenge 6 (2300 XP)

Split Sno. Whenever the Snoman takes 10 points of non-fire damage the snow that falls off this creature forms into a smaller version of itself, the Snomen. The Snomen act on their own initiative, if one of the Snomen has already been created all following Snomen act on this initiative.

Sno Cube. The Snoman takes up its entire space. Other creatures can enter the space, but a creature that does so is subjected to the Snoman's Engulf and has disadvantage on the saving throw.

Creatures inside the Snoman can be partially seen but have total cover.

A creature within 5 feet of the Snoman can take an action to pull a creature or object out of the Snoman. Doing so requires a successful DC 15 Strength check, and the creature making the attempt takes 10 (3d6) acid damage.

The Snoman can hold only one Large creature or up to four Medium or smaller creatures inside at a time.

ACTIONS

Engulf. The Snoman moves up to its speed. While doing so, it can enter Large or smaller creatures' spaces. Whenever the Snoman enters a creature's space, the creature must make a DC 17 Dexterity saving throw.

On a successful save, the creature can choose to be pushed 5 feet back or to the side of the Snoman. A creature that chooses not to be pushed suffers the consequences of a failed saving throw.

On a failed save, the Snoman enters the creature's space, and the creature takes 10 (3d6) cold damage and is engulfed. The engulfed creature can't breathe, is restrained, and takes 21 (6d6) cold damage at the start of each of the Snoman's turns. When the Snoman moves, the engulfed creature moves with it.

An engulfed creature can try to escape by taking an action to make a DC 14 Strength check. On a success, the creature escapes and enters a space of its choice within 5 feet of the Snoman.

Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 12 (2d8+3) thunder damage.

SNOMEN

Medium elemental, true neutral

Armor Class 11

Hit Points 7 (2d4 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	13 (+1)	12 (+1)	5 (-3)	7 (-2)	5 (-3)

Damage Immunities cold

Condition Immunities blinded, deafened

Senses blindsight 120 ft., blindsight 60 ft., passive Perception 8

Languages Primordial

Challenge 1/2 (100 XP)

ACTIONS

Slam. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one creature. *Hit:* 2 (1d4) cold damage.

Snoball. *Ranged Weapon Attack:* +4 to hit, range 5 ft., one creature. *Hit:* 5 (1d6+2) cold damage.

TOY MAKERS

Helpers. These gnomish people were born and raised on the Noel Isles. Witnessing the heroics and generosity of The Winter's Father they vowed to stay when the Noel Elves left. Their work has changed over the years from creating hunting equipment for the Noel Elves to making the traditional toys children receive during the Midwinter Celebrations.

TOY MAKER

Small fey (gnome), lawful good

Armor Class 13

Hit Points 7 (3d6 - 3)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	11 (+0)	8 (-1)	12 (+1)	9 (-1)	12 (+1)

Senses darkvision 60 ft., passive Perception 9

Languages Common, Gnomish

Challenge 1/2 (100 XP)

Frantic Fleeing. A Toy Maker is not made for battle. In a panic to escape they can use their Frantic Fleeing ability to take a bonus action and use the disengage action.

ACTIONS

Light Hammer. *Melee or Ranged Weapon Attack:* +1 to hit, reach 5 ft., or range 20/30 ft., one creature. *Hit:* 1 (1d4-1) bludgeoning damage.

Sling. *Ranged Weapon Attack:* +3 to hit, range 30/120 ft., one creature. *Hit:* 1 (1d4-1) bludgeoning damage.



Turned Toy Makers.

TURNED TOY MAKERS

Feral Evil. These Toy Makers have had their minds altered and have only one focus, destruction.

A Contagious Curse. While the first of the Turned had their minds altered by the warlock himself, they now spread their curse through blood and with each Turned there is one less Toy Maker to defend the Village of Toys.

TURNED TOY MAKER

Small jay (gnome), chaotic evil

Armor Class 14

Hit Points 13 (3d6 + 3)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	12 (+1)	8 (-1)	6 (-2)	8 (-1)

Senses darkvision 60 ft., passive Perception 8

Languages Abyssal, Common, Gnomish

Challenge 1/2 (100 XP)

Turn Others. When a Turned Toy Maker attacks a Toy Maker the Toy Maker must make a DC12 Constitution saving throw. On a failure the Toy Maker is also turned and in 1d4 hours they become a Turned Toy Maker.

ACTIONS

Claw. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 6 (2d4+1) slashing damage.

WINTER ORCS

A Frosty Ally. The Winter Orcs were a small tribe when the Noel arrived. Mainly situated on the two smaller Islands around the mainland Noel Isle they would travel between, visiting the Elves and keeping true to a treaty agreed on the Noel's arrival. Once the Elves left the Orcs stayed off the mainland and kept to themselves. They used to visit the Winter's Father, bringing offerings in exchange for a strong year but it has been many years since this last happened.

Under His Spell. The Winter Orcs are not normally aggressive towards the Toy Makers or The Winter's Father but as The Warlock has spent years affecting their minds, slowly changing their opinion on those from the mainland Isle he has built himself a small army, ready to fight, although they are not entirely sure what for.

WINTER ORC

Medium humanoid (orc), unaligned

Armor Class 14

Hit Points 17 (2d8 + 8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	18 (+4)	7 (-2)	10 (+0)	10 (+0)

Skills Intimidation +2

Damage Resistances cold

Senses passive Perception 10

Languages Common, Orc

Challenge 1/2 (100 XP)

Aggressive. As a bonus action, the Winter Orc can move up to its speed toward a hostile creature that it can see.

ACTIONS

Greataxe. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (1d12+3) slashing damage.

Ice Javelin. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft., or range 30/120 ft., one target. *Hit:* 6 (1d6+3) piercing damage.

A Variety of Orcs. The Winter Orc statistics shown are that of an average Winter Orc, if you would like to include other variations of Winter Orcs, follow these simple steps to change the standard Orcs presented in the Monster Manual (pg. 244-247) to their Winter counterpart:

Increase the Orcs constitution score by 2 and therefore increase their health accordingly.

Give them resistance to the cold damage type.

Increase their Armour Class by 1

Also include the following cosmetic changes for a bit of flair; Their skin is a frosty blue instead of the normal shades of green.

Their weapons are made with steel-like ice rather than metal.

These weapons are unbearable to hold by anyone other than a Winter Orc.

THE WARLOCK OF KRAMPUS

His True Name. The warlock was once a good man but like many he was corrupted by jealousy. His brother was named the Winter's Father instead of him and Fredrick, the warlock, never lived this down. He left the Isle in search of a way to get vengeance on his brother when one night he was greeted with a vision of the Krampus. Trapped on a hidden plain he had managed to get a message to Fredrick. And so their dark alliance began.

Eternal Cold. Over the years their connection grew and Fredrick learnt to worship Krampus as his patron, giving the Krampus more and more power as his faith grew. The Krampus was able to grant Fredrick eternal life as long as he spent it finding a way to free him. Now armed with the methods, Fredrick returns to the Noel Isles to destroy his brother and all he has made.

WARLOCK OF KRAMPUS

Medium humanoid, lawful evil

Armor Class 12 (15 with Mage Armour)

Hit Points 77 (14d8 + 14)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	12 (+1)	12 (+1)	10 (+0)	19 (+4)

Saving Throws Wis +3, Cha +7

Skills Arcana +4, Deception +7

Senses darkvision 60 ft., passive Perception 10

Languages Abyssal, Common

Challenge 6 (2300 XP)

Cold Hearted. When the Warlock of Krampus is hit with a melee attack they can use their reaction to harness their cold hearted nature and deal cold damage to the creature that attacked them equal to half of that creatures damage roll. This ability recharges after a short or long rest.

Innate Spellcasting. The warlock of krampus's spellcasting ability is Charisma (spell save DC 15). The warlock of krampus can innately cast the following spells, requiring no material components:

At will: *Mage Armor(Self Only)*, *Message*, *Ray of Frost*

1/day each: *Blink*, *Cone of Cold*

Spellcasting. The warlock of krampus is a 11th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). The warlock of krampus has the following warlock spells prepared:

Cantrips (at will): *Chill Touch*, *Eldritch Blast*, *Mage Hand*, *Minor Illusion*

1st level - 5th level (3 5th level slots): *Hellish Rebuke*, *Spider Climb*, *Witch Bolt*, *Hex*, *Armor Of Agathys*, *Crown of Madness*, *Vampiric Touch*, *Hypnotic Pattern*, *Banishment*, *Dimension Door*, *Hold Monster*

ACTIONS

Scourge. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 7 (2d4+2) slashing damage.

APPENDIX B:

MAGICAL ITEMS

JOLLY RED BAG OF HOLDING

This large red sack has a thick white fur lining. It acts as a normal bag of holding but can also change in size depending on how tight the cord is pulled. It ranges from the size of a cat to the size of a small pouch. As a bonus action whoever is holding the bag can alter the size, every time the size of the bag is changed it lets out a hearty warming laugh of the Winter's Father.

HEALING CANDY

This red and white striped cane like stick of candy has a sweet taste to it. As a bonus action a creature holding a cane of Healing Candy can eat some to regain 5hp. This can be done three times before the stick is diminished.

MIDWINTER EXPLODING CRACKER

This pulling cracker stems from a long standing Midwinter tradition with a deadly twist. When pulled it lets out a mighty explosion. Two creatures must pull on either end of this cracker, each creature must make competing strength checks. A character can feign pulling and forgo rolling, automatically losing. The winner feels the full force of the explosion and the loser takes half damage as the cracker explodes in front of them dealing 3d6 damage.

SERENITY

This elegant, almost imperceptible, longsword that was once wielded by the Silent Knight is a +1 magical weapon. Giving it's wielder a bonus +1 to all attack and damage rolls. This weapon also has three charges, that can be used as follows: When you hit a creature with Serenity, once per round, you can use a charge to cast misty step on yourself.

RADIANCE

This golden longsword that was once weilded by the Holy Knight is a +1 magical weapon. Giving it's wielder a bonus +1 to all attack and damage rolls. This weapon also has three charges, that can be used as follows: When you hit a creature with Radiance, once per round, you can use a charge to deal an additional 1d8 radiant damage and the target is surrounded by holy light, giving the next attack advantage.

TOY MAKER'S CREATIONS

1d10	Toys
1	A Pop Up Toy Maker
2	A Wooden Snow Deer
3	A Midwinter Flute
4	A Clockwork Noel Elf Soldier
5	A Red Winter's Hat
6	A Plush Winter's Father
7	A Red & White Stripped Sledge
8	A Small Wooden Comb
9	A Small Metal Puzzle
10	A Miniature Snow Ball Launcher



APPENDIX C: MAP OF THE NOLE ISLES



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